

قومي بسحب اسماء الواجهة في المكان الصحيح.

The image shows the Scratch web interface with several red rectangular boxes placed over different components for labeling. The components are as follows:

- Top Bar:** Includes the Scratch logo, a settings gear icon, a file icon, an edit icon, a tutorial icon, a debug icon, a 'Join Scratch' button, and a 'Sign in' button.
- Left Sidebar:** Contains tabs for 'Code', 'Costumes', and 'Sounds'. Below these are categories: 'Motion', 'Looks', 'Sound', 'Events', 'Control', 'Sprites', 'Variables', and 'My Blocks'. The 'Motion' category is selected, showing a list of motion blocks like 'move 15 steps', 'turn 15 degrees', 'go to random position', 'glide 1 sec to random position', 'glide 1 sec to x: 0 y: 0', 'point in direction 90', 'point towards mouse pointer', 'change x by 10', and 'set x to 0'.
- Main Stage:** A large white area where the cat sprite is currently positioned. A red box is placed above the cat.
- Bottom Right Panel:** Contains a 'Sprite' dropdown menu (currently showing 'Sprite1'), a 'Stage' dropdown menu, a 'Show' button, a 'Size' slider, and a 'Costume' button. A red box is placed over the 'Sprite' dropdown.
- Bottom Center:** A row of icons for 'Sprite1', 'Sprite2', 'Sprite3', and 'Sprite4'.
- Right Sidebar:** A vertical list of labels in Arabic, each enclosed in a red box, corresponding to the components on the left and center.

Labels on the right sidebar (from top to bottom):

- قوالب البرمجة
- المسرح
- شريط القوائم
- الشخصية/كائن
- إضافة الكائن
- إضافة الخلفية
- إعدادات الكائن
- منصة البرمجة